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### 1 [The virtual machine and user process model used in mooses2: a microcomputer operating system environment simulator](#)



Robert E. England

 December 2001 **Journal of Computing Sciences in Colleges**, Volume 17 Issue 2

Publisher: Consortium for Computing Sciences in Colleges

 Full text available: pdf(39.30 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper discusses the design and development of two primary components of Moses2, a virtual computing environment for use in undergraduate operating systems courses. Moses2 is an entirely original work produced and refined by the author over the last twelve years in conjunction with teaching senior level operating systems courses. In the Moses2 environment, students run and test original kernel emulator programs while they develop these programs as course projects. The features of the system ...

### 2 [Teaching concepts of virtual memory with the Moses2 microcomputer operating system environment simulator](#)



Robert E. England

 June 2005 **Journal of Computing Sciences in Colleges**, Volume 20 Issue 6

Publisher: Consortium for Computing Sciences in Colleges

 Full text available: pdf(135.60 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

A clear understanding of the concepts of virtual memory is important to any student of computer science or professional computer scientist, especially those who work in system administration or program at the systems level. Virtual memory is now the standard paradigm for solving the classic trade-off between expensive but fast main memory and the cheaper yet much slower hard disk drive space. This paper discusses the design and implementation of the virtual memory simulation facility of Moses2, a ...

### 3 [Networks: NetPrIDE an integrated environment for developing and visualizing computer network protocols](#)



Pilu Crescenzi, Giorgio Gambosi, Gaia Innocenti

 June 2005 **Proceedings of the 10th annual SIGCSE conference on Innovation and technology in computer science education ITiCSE '05**

Publisher: ACM Press

 Full text available: pdf(239.04 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper we present NetPrIDE, an integrated development environment for designing, implementing and visualizing computer network protocols, which has primarily been used

for teaching computer networks. NetPrIDE makes use of an abstract and formal notation to clearly and firmly specify a protocol: once the protocol has been specified and the network topology has been fixed, the implementation and the visualization of the protocol is performed in a completely automated way.

**Keywords:** Java, computer network, protocol, software visualization

#### 4 Tools: NIST Net: a Linux-based network emulation tool



Mark Carson, Darrin Santay

July 2003 **ACM SIGCOMM Computer Communication Review**, Volume 33 Issue 3

**Publisher:** ACM Press

Full text available:  [pdf\(509.00 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

Testing of network protocols and distributed applications has become increasingly complex, as the diversity of networks and underlying technologies increase, and the adaptive behavior of applications becomes more sophisticated. In this paper, we present *NIST Net*, a tool to facilitate testing and experimentation with network code through emulation. NIST Net enables experimenters to model and effect arbitrary performance dynamics (packet delay, jitter, bandwidth limitations, congestion, pac ...

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